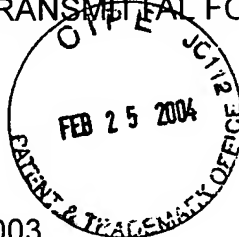


IN THE UNITED STATES PATENT AND TRADEMARK OFFICE  
PATENT TRANSMITTAL FORM



In re Application of: Cliff et al.  
Serial No.: 10/692,210  
Filed: October 23, 2003  
For: IMPROVEMENTS IN AND RELATING TO GAMING SYSTEMS  
Examiner: Not Yet Assigned  
Art Unit: Not Yet Assigned  
Confirmation No.: Not Yet Assigned  
Attorney Docket: 300110304-2 US  
Customer No.: 27,623

COMMISSIONER FOR PATENTS  
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Sir:

Transmitted herewith is:

1. Submission of Priority Document;
2. Transmittal letter in duplicate;
3. Postcard.

Please charge any additional fees or credit any such fees, if necessary to Deposit Account No. **08-2025** in the name of Ohlandt, Greeley, Ruggiero & Perle. A duplicate copy of this sheet is attached.

Respectfully submitted,

A handwritten signature in dark ink, appearing to read "Paul D. Greeley".

Date: February 23, 2004

Paul D. Greeley  
Reg. No. 31,019  
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One Landmark Square, 10th Floor  
Stamford, Connecticut 06901-2682  
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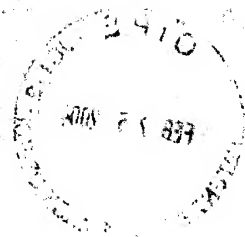
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Michelle Pagliarulo  
NAME

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2/23/04  
DATE



*Handwritten signature or text at the bottom of the page.*

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE



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**SUBMISSION OF PRIORITY DOCUMENT**

Sir:

Applicant hereby requests that a priority claim under 35 U.S.C. §119 be entered in the above-identified application as follows: Great Britain Application No. 0225419.1 filed on October 31, 2002, for the above noted application.

Respectfully submitted,

A handwritten signature in black ink, appearing to read "Paul D. Greeley".

Paul D. Greeley, Esq.  
Ohlandt, Greeley, Ruggiero & Perle, L.L.P.  
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INVESTOR IN PEOPLE

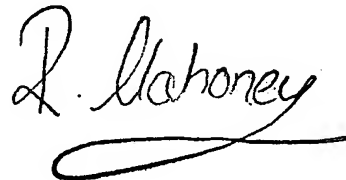
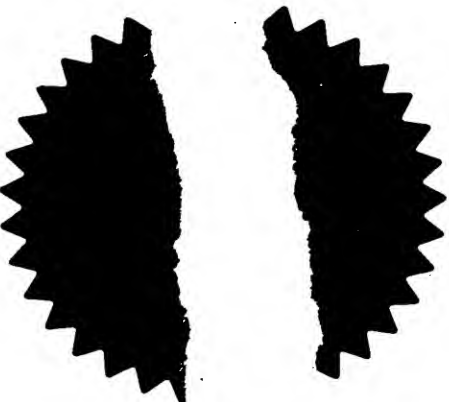
The Patent Office  
Concept House  
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NP10 8QQ

I, the undersigned, being an officer duly authorised in accordance with Section 74(1) and (4) of the Deregulation & Contracting Out Act 1994, to sign and issue certificates on behalf of the Comptroller-General, hereby certify that annexed hereto is a true copy of the documents as originally filed in connection with the patent application identified therein.

In accordance with the Patents (Companies Re-registration) Rules 1982, if a company named in this certificate and any accompanying documents has re-registered under the Companies Act 1980 with the same name as that with which it was registered immediately before re-registration save for the substitution as, or inclusion as, the last part of the name of the words "public limited company" or their equivalents in Welsh, references to the name of the company in this certificate and any accompanying documents shall be treated as references to the name with which it is so re-registered.

In accordance with the rules, the words "public limited company" may be replaced by p.l.c., plc, P.L.C. or PLC.

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Signed

Dated 3 November 2003





01NDV02 E760225-1 D01463  
01/7700 0.00-0225419.1

# Request for grant of a patent

(See the notes on the back of this form. You can also get an explanatory leaflet from the Patent Office to help you fill in this form)

The Patent Office

Cardiff Road  
Newport  
South Wales  
NP10 8QQ

1. Your reference 300110304-1 GB

2. Patent application number  
(The Patent Office will fill in this part)

0225419.1

31 OCT 2002

3. Full name, address and postcode of the or of each applicant (underline all surnames)

Hewlett-Packard Company  
3000 Hanover Street  
Palo Alto  
CA 94304, USA

Patents ADP number (if you know it)

49 6588 004

Delaware, USA

If the applicant is a corporate body, give the country/state of its incorporation

4. Title of the invention Improvements in and Relating to Gaming Systems

5. Name of your agent (if you have one)

Richard A. Lawrence  
Hewlett-Packard Ltd, IP Section  
Filton Road, Stoke Gifford  
Bristol BS34 8QZ

"Address for service" in the United Kingdom to which all correspondence should be sent (including the postcode)

Patents ADP number (if you know it)

7448038001

6. If you are declaring priority from one or more earlier patent applications, give the country and the date of filing of the or of each of these earlier applications and (if you know it) the or each application number

Country

Priority application number  
(if you know it)

Date of filing  
(day / month / year)

7. If this application is divided or otherwise derived from an earlier UK application, give the number and the filing date of the earlier application

Number of earlier application

Date of filing  
(day / month / year)

8. Is a statement of inventorship and of right to grant of a patent required in support of this request? (Answer 'Yes' if:

Yes

- a) any applicant named in part 3 is not an inventor, or
  - b) there is an inventor who is not named as an applicant, or
  - c) any named applicant is a corporate body.
- See note (d))

**Patents Form 1/77**

9. Enter the number of sheets for any of the following items you are filing with this form. Do not count copies of the same document

Continuation sheets of this form

Description	13
Claim(s)	7
Abstract	1
Drawing(s)	3 + 3

10. If you are also filing any of the following, state how many against each item.

Priority documents	-
Translations of priority documents	-
Statement of inventorship and right to grant of a patent ( <i>Patents Form 7/77</i> )	4 ✓
Request for preliminary examination and search ( <i>Patents Form 9/77</i> )	1 ✓
Request for substantive examination ( <i>Patents Form 10/77</i> )	-
Any other documents ( <i>please specify</i> )	Fee Sheet ✓

11.

I/We request the grant of a patent on the basis of this application.

Signature

Richard A. Lawrence

Date

31/10/02

12. Name and daytime telephone number of person to contact in the United Kingdom

Meg Joyce Tel: 0117-312-9068

**Warning**

*After an application for a patent has been filed, the Comptroller of the Patent Office will consider whether publication or communication of the invention should be prohibited or restricted under Section 22 of the Patents Act 1977. You will be informed if it is necessary to prohibit or restrict your invention in this way. Furthermore, if you live in the United Kingdom, Section 23 of the Patents Act 1977 stops you from applying for a patent abroad without first getting written permission from the Patent Office unless an application has been filed at least 6 weeks beforehand in the United Kingdom for a patent for the same invention and either no direction prohibiting publication or communication has been given, or any such direction has been revoked.*

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DUPLICATE

1

## IMPROVEMENTS IN AND RELATING TO GAMING SYSTEMS

The present invention relates to gaming systems, communication apparatus and communication methods.

5

With the growth of internet access, many games are being played far more widely than before. Further with access to the internet becoming far easier from mobile internet accessible devices such as mobile phones, personal digital assistants (PDAs) and laptops these games are being played  
10 from almost any conceivable location.

Many of these games are played using web-sites specifically intended for the purpose, such as  
15 www.gamesville.com. Some such web-sites offer prizes for successful contestants, for instance in the form of tokens (see www.pogo.com).

It is an aim of preferred embodiments of the present  
20 invention to obviate or overcome a disadvantage of the prior art, whether that disadvantage is referred to herein or otherwise.

According to the present invention in a first aspect,  
25 there is provided a gaming system comprising a mobile gaming platform (MGP) on which a player can play a game, a communication network for providing communication between the MGP and a game server, and a prize vendor database for providing prize vendor location data, the system being  
30 configured whereby when a game prize signal is generated the location of an appropriate prize vendor from the prize vendor database is determined and communicated for a player.

Suitably, the system further comprises a prize signal generator, which prize signal generator generates a prize signal upon a predetermined game occurrence.

5 Suitably, the system further comprises a location determining apparatus for determining the location of the MGP. Suitably, the communication network is a cellular network and the location determining apparatus comprises  
10 part of the communication network to locate the MGP to a given cell of the cellular communication network.

Suitably, the appropriate prize vendor is the closest prize vendor. "Closeness" may be in time or distance and may be to the MGP or a predetermined location.

15

Suitably, the location information comprise the location of the appropriate prize vendor. Suitably, the location information comprises a route guide to the appropriate prize vendor. Suitably, the location information  
20 comprises a relative position of the appropriate prize vendor. One or more of these location informations may be provided.

Suitably, an appropriate prize vendor is selected  
25 according to predetermined prize vendor selection. Suitably, the prize vendor selected is the nearest to the determined location of the MGP. Suitably, the prize vendor selected is that nearest to a predetermined location.

30

Suitably, the system is configured to transmit the location information to the MGP.

Suitably, the system comprises means for transmitting a prize code signal for a player.

5 Suitably, the game is a location based game. In a location based game, the game server uses location data from the location determining apparatus to affect the gameplay.

10 Suitably, the system comprises means for transmitting a prize entitlement signal to the prize vendor. The prize vendor prize entitlement signal is preferably the same as the prize code signal transmitted for the player.

15 According to the present invention in a second aspect, there is provided a communication apparatus comprising a game server for communicating with at least one MGP via a communication network, and a prize vendor database, the apparatus being configured whereby when a game prize signal is generated the location of an appropriate prize vendor is determined from the prize vendor database and  
20 communicated for a player.

Suitably, the apparatus further comprises a prize signal generator, which prize signal generator generates a prize  
25 signal upon a predetermined game occurrence.

Suitably, the apparatus further comprises means for communicating with a location determining apparatus for determining the location of the MGP.

30

Suitably, the appropriate prize vendor is the closest prize vendor. "Closeness" may be in time or distance and may be to the MGP or a predetermined location.

Suitably, the location information comprises the location of the appropriate prize vendor. Suitably, the location information comprises a route guide to the appropriate prize vendor. Suitably, the location information comprises a relative position of the appropriate prize vendor.

Suitably, an appropriate prize vendor is selected according to predetermined prize vendor selection. Suitably, the prize vendor selected is the nearest to the determined location of the MGP. Suitably, the prize vendor selected is that nearest to a predetermined location.

Suitably, the apparatus is configured to transmit the location information to the MGP.

Suitably, the apparatus comprises means for transmitting a prize code signal for a player.

Suitably, the game is a location based game. In a location based game, the game server uses location data from the location determining apparatus to affect the gameplay.

Suitably, the apparatus comprises means for transmitting a prize entitlement signal to the prize vendor. The prize vendor prize entitlement signal is preferably the same as the prize code signal transmitted for the player.

According to the present invention in a third aspect, there is provided a communication method for communication

between a MGP on which a player can play a game and a game server via a communication network the method comprising the steps of communicating game data between the MGP and the game server, and upon a prize signal being generated, 5 determining from a prize vendor database the location of an appropriate prize vendor and communicating prize vendor location information for a player.

Suitably, the prize signal is generated upon a 10 predetermined game occurrence.

Suitably, the method comprises the further step of determining the location of the MGP. Suitably, the communication network is a cellular network and the 15 location determining step comprises locating the MGP to a given cell of the cellular communication network.

Suitably, the appropriate prize vendor is the closest prize vendor. "Closeness" may be in time or distance and 20 may be to the MGP or a predetermined location.

Suitably, the location information comprises the location of the appropriate prize vendor. Suitably, the location information comprises a route guide to the appropriate 25 prize vendor. Suitably, the location information comprises a relative position of a suitable prize vendor. One or more of these location informations may be provided.

30 Suitably, an appropriate prize vendor is selected according to predetermined prize vendor selection. Suitably, the prize vendor selected is the nearest to the determined location of the MGP. Suitably, the prize

vendor selected is that nearest to a predetermined location.

Suitably, the method comprises the further step of  
5 transmitting the location information to the MGP.

Suitably, the method comprises the steps of transmitting a prize code signal for a player.

10 Suitably, the game is a location based game. In a location based game, the game server uses location data from the location determining apparatus to affect the gameplay.

15 Suitably, the method comprises the steps of transmitting a prize entitlement signal to the prize vendor. The prize vendor prize entitlement signal is preferably the same as the prize code signal transmitted for the player.

20 Suitably, the prize vendor communicates a prize pick-up to the prize vendor database.

The present invention will now be described, by way of example only, with reference to the drawings that follow;  
25 in which:

Figure 1 is a schematic functional illustration of a gaming system according to the present invention.

30 Figure 2 is a schematic functional illustration of the game server.

Figure 3 is a functional flow diagram illustrating a method of operation of the present invention.

Referring to Figure 1 of the drawings that follow, there is shown a gaming system 2 comprising a plurality of mobile gaming platforms (MGPs) 4a, 4b, 4c, a game server 6, a prize vendor database 8, a location server 10 and a communication network indicated schematically at 12. Also shown in Figure 1 is a plurality of prize vendors 14a, 14b, 14c.

The MGPs 4a, 4b, 4c may be embodied in a variety of apparatus such as a mobile phone (4a), a laptop (4b) or a vehicle (4c) incorporating gaming apparatus. The MGPs 4 incorporate input/output devices and a display. Any player 16a, 16b, 16c can play a game on each MGP 4a, 4b, 4c to which they have access. The games operating on MGPs 4a, 4b, 4c can be of almost any type. They may be single player games, single player games using data from the games server 6, single player games played on the games server 6 (in which case the MGP 4 can act as a slave or thin client), or multiplayer games, in each case using the (or another) communication network 12 to communicate with game server 6.

25

In preferred embodiments of the present invention the game in relation to which the invention operates is a location based game. That is some aspect, feature or facet of the game is dependent on or affected by the location of the MGP 4. For instance, the game could be an observational quiz based on the locality of the MGP 4, a multiplayer game in which gameplay is modified by proximity to objects, locations or other MGPs, or a game in which

players are given clues that ultimately lead them to a target.

Game server 6 is a computer server on which games for  
5 mobile gaming platforms 4a, 4b, 4c can run, which can maintain data to support mobile gaming and/or can operate features of the present invention. Game server 6 monitors the location of MGPs 4 via location server 10.

10 Prize vendor database 8 contains data on the location of and prize types available from the plurality of prize vendors 14 that have subscribed to the system.

Location server 10 acts as a location determining  
15 apparatus to determine the location of MGPs 4. In the case of a location based game, location server 10 either constantly or periodically (usually relatively frequently) determines the location of the respective MGPs 4. In the case of non-location based games, the location of the MGPs  
20 4 may only need to be determined when an appropriate prize vendor is to be determined, or in some embodiments not at all.

The location of the MGPs 4 can be determined by location  
25 server 10 in a variety of known ways. For instance, if only an approximate location is required, in the case of a MGP 4 using a cellular telephony network, the current cell in which the MGP 4 is located can be used. Alternatively, signal times or strengths to base stations can be used to  
30 better approximate the position of the MGP 4. As another alternative a global positioning system (GPS) can be utilized. This last option may be especially convenient



if the MGP 4 is located in a vehicle including a GPS based satellite navigation system for position data.

Communication between the MGPs 4a, 4b, 4c and game server 5 6 is enabled by and via the communication network 12 which typically will be a cellular wireless telephony network that may, optionally, use the internet for connectivity to the game server 6 or other players.

10 Referring to Figure 2 of the drawings that follow, the games server 6 comprises a processor 18, a prize signal generator 20 and a prize vendor locator 22.

Processor 18 is a computational resource for operation of 15 embodiments of the present invention and for controlling games run thereon. Computer programs (schematically 24) for operation of the present invention can be executed on processor 18.

20 Upon receipt of an actuation signal 26, prize signal generator 20 generates a prize signal (indicated schematically at 28 in Figure 2) when a game event occurs on a MGP. Any desired game event can be used to initiate generation of the prize signal 28, such as a new high 25 score, achievement of a certain number of points, reaching a predefined point in a game, or simply answering a question correctly. If the game is run on or is using game server 6, the prize signal generator 20 can be actuated by processor 18 directly from the gameplay. If 30 the MGP 4 is operating a game independently of game server 6, MGP 4 is configured to transmit an actuating signal to game server 6 for generation of the prize signal 28.

A method of operation of a preferred embodiment of the present invention described above will now be set out.

In this embodiment of MGP 4a is accessing a location based  
5 game (step 100) over the cellular telephony network which  
is being run on game server 6. When first accessing a  
game on game server 6, the player is invited to sign on  
(step 102), which can include various personal data as  
well as an indication of preferred prize pick-up location  
10 and prize type. Options for pick-up locations may include  
locally to a predetermined location such as the player's  
home address or place of work, or local to the current  
position of the MGP 4a. Prize types can include coupons,  
tokens, gifts or cash prizes. As not all prize vendors  
15 may supply all prize types, if the player has indicated a  
preference, this can be taken into account when  
determining an appropriate prize vendor location.

Player 16a then plays a game, which may be one of many  
20 available of game server 6, in step 104.

In step 106 player 16a achieves a milestone in the game  
being played, which milestone is a predefined game  
occurrence and is detected by game server 6. In step 108  
25 game server 6 sends an actuation signal 26 to prize signal  
generator 20 which, in step 110 generates a prize signal  
28.

In step 112, prize vendor locator 22 detects the prize  
30 signal 28 and initiates a prize vendor search (generically  
step 114) in prize vendor database 8. With reference to  
the preference information supplied by the player 16a in  
step 102, the prize vendor search requests MGP 4a location

data from location server 10 (step 116) and interrogates the prize vendor database 8 to determine the most appropriate prize vendor location for the player 4a (step 118). The nearest (in distance) prize vendor may not be selected, for instance if the prize vendor database 8 indicates that the respective prize vendor does not have a prize of the type (or types) specified by player 16a, if the player 16a has asked for a prize vendor location nearest to a predetermined position or if the player 16a has requested that the nearest prize vendor in travel time be notified. For this last function, game server 6 may include a route finder or be configured to obtain routing information from elsewhere. Thus, an appropriate prize vendor 14b can be determined according to predetermined prize vendor selection rules generated from step 102. It is open to a player to modify their profile in the game server 6 to modify the rules on which as appropriate prize vendor selection is made.

Once a prize vendor location has been determined, game server 6 transmits (step 120) a prize vendor location signal 30 to player 16a via the MGP 4a. Additionally a prize code signal may be transmitted to player 16a as part of prize vendor location signal 30 as a security measure, in which case game server 6 acts as means for transmitting a prize code signal for a player.

Additionally, in step 122 a prize entitlement signal 32 (Figure 1) is transmitted to the appropriate prize vendor 14b by game server 6, which acts as means for doing so. Prize entitlement signal 32 includes means for the prize vendor 14b to confirm that a person presenting themselves for collection of a prize is entitled to claim it. The

prize entitlement signal 32 may be the name of the player, or a duplicate of the prize code signal. The prize vendor can also use this signal to ensure it has a corresponding prize ready for delivery to the player.

5

In step 124 the player 16a visits prize vendor 14b to pick up a predetermined prize or prize type. The prize vendor 14b may then, in step 126, notify the prize vendor database of the prize that has been collected. This may  
10 be useful marketing information and can be used to determine whether prize vendor 14b has a given prize type in stock or is too busy for further prize winners to be directed there.

15 Prize vendors 14 will make a payment to an organisation for inclusion in the list of prize vendors 14 on prize vendor database 8.

Thus, a preferred embodiment of the present invention  
20 provides a gaming system 2 comprising a MGP 4 on which a player 16 can play a game, a communication network 12 for providing communication between the MGP 4 and a game server 6, and a prize vendor database 8 for providing  
25 prize vendor database 8 for providing prize vendor location data, the system 2 being configured whereby when a game prize signal 28 is generated the location of an appropriate prize vendor 14 from the prize vendor database 8 is determined and communicated for a player.

30 The reader's attention is directed to all papers and documents which are filed concurrently with or previous to this specification in connection with this application and which are open to public inspection with this

specification, and the contents of all such papers and documents are incorporated herein by reference.

5 All of the features disclosed in this specification (including any accompanying claims, abstract and drawings), and/or all of the steps of any method or process so disclosed, may be combined in any combination, except combinations where at least some of such features and/or steps are mutually exclusive.

10

Each feature disclosed in this specification (including any accompanying claims, abstract and drawings), may be replaced by alternative features serving the same, equivalent or similar purpose, unless expressly stated  
15 otherwise. Thus, unless expressly stated otherwise, each feature disclosed is one example only of a generic series of equivalent or similar features.

The invention is not restricted to the details of the  
20 foregoing embodiment(s). The invention extends to any novel one, or any novel combination, of the features disclosed in this specification (including any accompanying claims, abstract and drawings), or to any novel one, or any novel combination, of the steps of any  
25 method or process so disclosed.

**CLAIMS:**

1. A gaming system comprising a mobile gaming platform (MGP) on which a player can play a game, a  
5 communication network for providing communication between the MGP and a game server, and a prize vendor database for providing prize vendor location data, the system being configured whereby when a game prize signal is generated the location of an appropriate  
10 prize vendor from the prize vendor database is determined and communicated for a player.
2. A gaming system according to claim 1, in which the system further comprises a prize signal generator,  
15 which prize signal generator generates a prize signal upon a predetermined game occurrence.
3. A gaming system according to claim 1 or claim 2, in which the system further comprises a location  
20 determining apparatus for determining the location of the MGP.
4. A gaming system according to claim 3, in which the communication network is a cellular network and the  
25 location determining apparatus comprises part of the communication network to locate the MGP to a given cell of the cellular communication network.
5. A gaming system according to any preceding claim, in  
30 which the appropriate prize vendor is the closest prize vendor.

6. A gaming system according to any preceding claim, in which the location information comprises the location of the appropriate prize vendor.
- 5 7. A gaming system according to any preceding claim, in which the location information comprises a route guide to the appropriate prize vendor.
- 10 8. A gaming system according to any preceding claim, in which the location information comprises a relative position of the appropriate prize vendor.
- 15 9. A gaming system according to any preceding claim, in which an appropriate prize vendor is selected according to predetermined prize vendor selection.
- 20 10. A gaming system according to claim 9, in which the prize vendor selected is the nearest to the determined location of the MGP.
- 25 11. A gaming system according to any one of claims 1 to 9, in which the prize vendor selected is that nearest to a predetermined location.
- 30 12. A gaming system according to any preceding claim, in which the system is configured to transmit the location information to the MGP.
13. A gaming system according to any preceding claim, in which the system comprises means for transmitting a prize code signal for a player.

14. A gaming system according to claim 3 or claim 4, in which the game is a location based game.
- 5 15. A gaming system according to any preceding claim, in which the system comprises means for transmitting a prize entitlement signal to the prize vendor.
- 10 16. A communication apparatus comprising a game server for communicating with at least one MGP via a communication network, and a prize vendor database, the apparatus being configured whereby when a game prize signal is generated the location of an appropriate prize vendor is determined from the prize vendor database and communicated for a player.
- 15 17. A communication apparatus according to claim 16, in which the apparatus further comprises a prize signal generator, which prize signal generator generates a prize signal upon a predetermined game occurrence.
- 20 18. A communication apparatus according to claim 16 or claim 17, in which the apparatus further comprises means for communicating with a location determining apparatus for determining the location of the MGP.
- 25 19. A communication apparatus according to any one of claims 16 to 18, in which the appropriate prize vendor is the closest prize vendor.
- 30 20. A communication apparatus according to any one of claims 16 to 19, in which the location information comprises the location of the appropriate prize vendor.



21. A communication apparatus according to any one of  
claims 16 to 20, in which the location information  
comprises a route guide to the appropriate prize  
5 vendor.
22. A communication apparatus according to any one of  
claims 16 to 21, in which the location information  
comprises a relative position of the appropriate  
10 prize vendor.
23. A communication apparatus according to any one of  
claims 16 to 22, in which an appropriate prize vendor  
is selected according to predetermined prize vendor  
15 selection.
24. A communication apparatus according to claim 23, in  
which the prize vendor selected is the nearest to the  
determined location of the MGP.  
20
25. A communication apparatus according to claim 23, in  
which the prize vendor selected is that nearest to a  
predetermined location.
- 25 26. A communication apparatus according to any one of  
claims 16 to 25, in which the apparatus is configured  
to transmit the location information to the MGP.
27. A communication apparatus according to any one of  
30 claims 16 to 26, in which the apparatus comprises  
means for transmitting a prize code signal for a  
player.

28. A communication apparatus according to claim 18, in which the game is a location based game.
- 5 29. A communication apparatus according to any one of claims 16 to 28, in which the apparatus comprises means for transmitting a prize entitlement signal to the prize vendor.
- 10 30. A communication method for communication between a MGP on which a player can play a game and a game server via a communication network the method comprising the steps of communicating game data between the MGP and the game server, and upon a prize signal being generated, determining from a prize  
15 vendor database the location of an appropriate prize vendor and communicating prize vendor location information for a player.
- 20 31. A communication method according to claim 30, in which the prize signal is generated upon a predetermined game occurrence.
- 25 32. A communication method according to claim 30 or claim 31, in which the method comprises the further step of determining the location of the MGP.
- 30 33. A communication method according to claim 32, in which the communication network is a cellular network and the location determining step comprises locating the MGP to a given cell of the cellular communication network.

34. A communication method according to any one of claims 30 to 33, in which the appropriate prize vendor is the closest prize vendor.
- 5 35. A communication method according to any one of claims 30 to 34, in which the location information comprises the location of the appropriate prize vendor.
- 10 36. A communication method according to any one of claims 30 to 35, in which the location information comprises a route guide to the appropriate prize vendor.
- 15 37. A communication method according to any one of claims 30 to 36, in which the location information comprises a relative position of a suitable prize vendor.
- 20 38. A communication method according to any one of claims 30 to 37, in which an appropriate prize vendor is selected according to predetermined prize vendor selection.
- 25 39. A communication method according to claim 38, in which the prize vendor selected is the nearest to the determined location of the MGP.
40. A communication method according to claim 38, in which the prize vendor selected is that nearest to a predetermined location.
- 30 41. A communication method according to any one of claims 30 to 40, in which the method comprises the further step of transmitting the location information to the MGP.

42. A communication method according to any one of claims 30 to 41, in which the method comprises the steps of transmitting a prize code signal for a player.
- 5
43. A communication method according to claim 32 or claim 33, in which the game is a location based game.
44. A communication method according to any one of claims 30 to 43, in which the method comprises the steps of transmitting a prize entitlement signal to the prize vendor.
- 10
45. A communication method according to any one of claims 30 to 44, in which the prize vendor communicates a prize pick-up to the prize vendor.
- 15
46. A gaming system substantially as described herein, with reference to the accompanying drawings.
- 20
47. A gaming apparatus substantially as described herein, with reference to the accompanying drawings.
48. A communication method substantially as described herein, with reference to Figure 3 of the accompanying drawings.
- 25

**ABSTRACT****IMPROVEMENTS IN AND RELATING TO GAMING SYSTEMS**

- 5 There is disclosed a gaming system (2) comprising a mobile gaming platform (MGP) (4) on which a player (16) can play a game, a communication network (12) for providing communication between the MGP (4) and a game server (6), and a prize vendor database (8) for providing prize vendor location data, the system (2) being configured whereby when a game prize signal (28) is generated the location of an appropriate prize vendor (14) from the prize vendor database (8) is determined and communicated for a player.
- 10
- 15 A corresponding gaming apparatus and communication method are also disclosed.

20 FIGURE 1



FIGURE 1

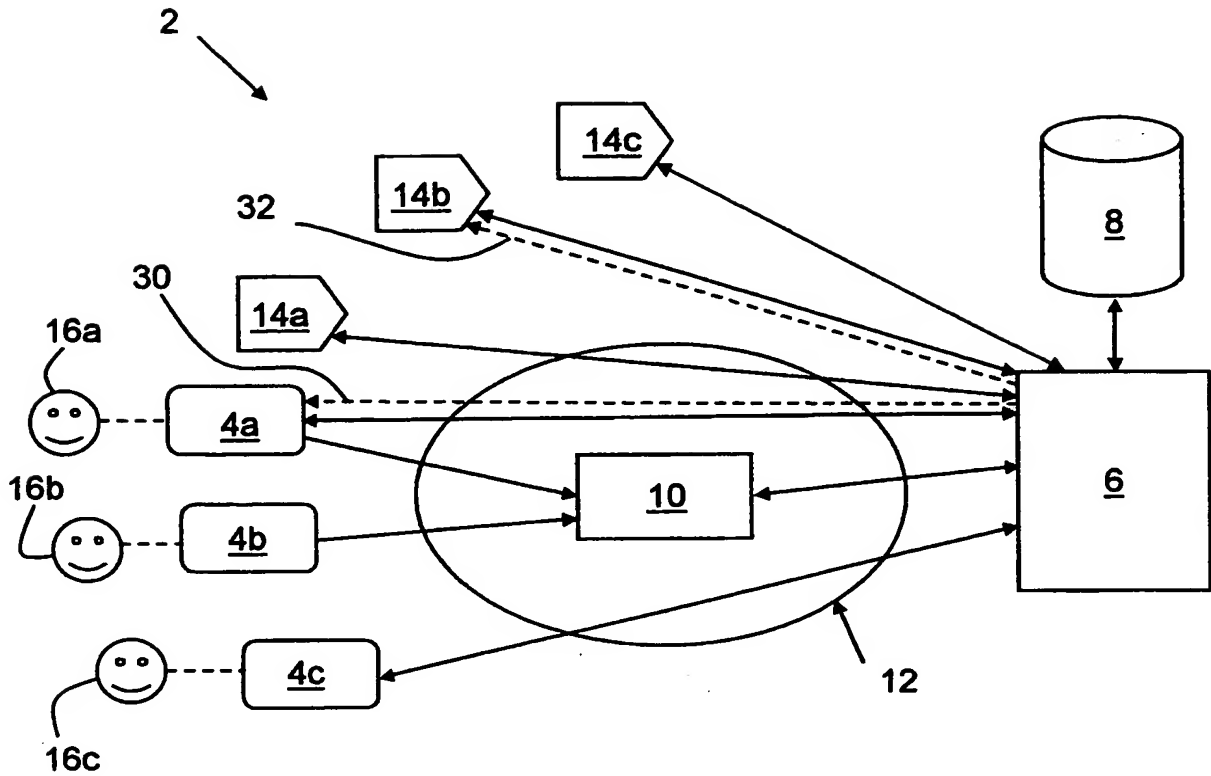
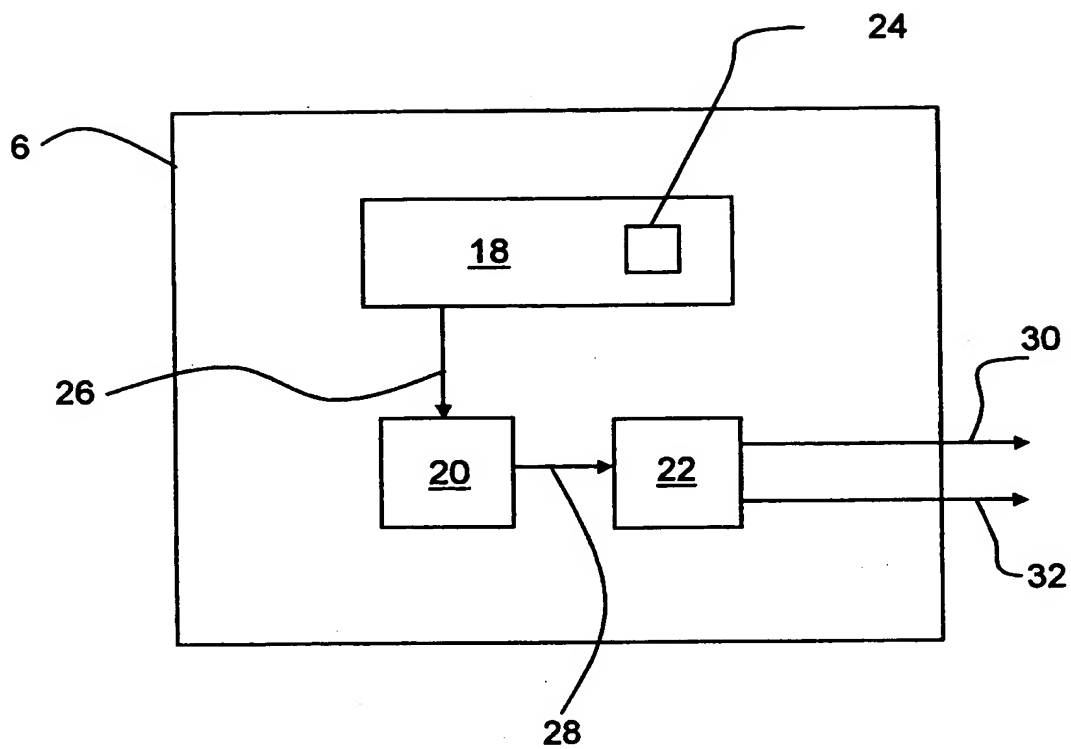






FIGURE 2



11 12 13 14 15



**FIGURE 3**

